UnitContainer

unit

+ UnitContainer()
+ UnitContainer()
+ UnitContainer()
+ operator=()
+ operator==()
+ operator!=()
+ operator==()
+ operator!=()
+ ~UnitContainer()
+ SetUnit()
+ GetUnit()

UnitWrapper

+ float
+ XshieldPercent
+ YrechargePercent
+ primary
+ secondary
+ bool
+ int
+ int
+ bool
+ UnitWrapper
and 29 more...

+ voidWRAPPED0()
+ voidWRAPPED1()
+ voidWRAPPED1()
+ voidWRAPPED1()
+ voidWRAPPED0()
+ voidWRAPPED0()
+ voidWRAPPED0()
+ voidWRAPPED2()
+ voidWRAPPED0()
+ WRAPPED1()
and 43 more...